

AMENDMENT OF CLAIMS

Claims 1-126 (Previously Cancelled)

127. (Currently amended) A method for transmitting within an entertainment venue from at least one of a plurality of in-play cameras at least one of a plurality of venue-based in-play camera views for display with at least one of a plurality of authorized hand held devices device, said method comprising the steps of:

a transmitter transmitting the at least one in-play camera views view from at least one of a plurality of in-play camera located at an in-play camera location locations associated with each at least one in-play camera within said [[an]] entertainment venue over a cellular telecommunications network for viewing by at least one handheld device devices including at least one of a plurality of video- and data-enabled cellular telephones and PDA capabilities and authorized to receive and process said at least one in-play camera view;

processing said at least one in-play camera view for display on at least one of a plurality of displays associated with said at least one hand held device devices; [[and]]

enabling said at least one display, to display [[of]] said at least one in-play camera view on said at least one said hand held device displays;

a media content comprising of: at least one in-play camera view, venue activity statistics, venue activity interactive menu, audio feeds, event scheduling information, and encryption; and

said transmitter is responsible to upload said media content to said cellular communications network to distribute to the at least one handheld device, wherein said at least one handheld device comprises said at least one cellular telephone with onboard hardware explicitly responsible to parse and manipulate said media content for displaying on said at least one display in said venue.

128. (Currently amended) The method of claim 127 further comprising the step of recording a particular in-play camera view of said at least one in-play camera view transmitted from [[said]] at least one in-play camera in response to user input at [[a]] the at least one hand held device.

129. (Currently amended) The method of claim 127 further comprising the step of storing a particular in-play camera view of at least one in-play camera transmitted from said at least one in-play camera in response to user input at ~~[[a]]~~ the at least one hand held device.

130. (Currently amended) The method of claim 128 wherein the step of recording said ~~[[a]]~~ particular in-play camera view transmitted from said at least one in-play camera further comprises the step of storing said particular in-play camera view within a memory in said at least one hand held device.

131. (Previously presented) The method of claim 128 wherein said particular in-play camera view comprises an instant replay.

132. (Currently amended) The method of claim 127 wherein said at least one in-play camera location comprises a placement within at least one of : a race car competing within a racing venue, a helmet in a sport stadium.

133. (Previously presented) The method of claim 127 wherein said venue comprises at least one of: a racetrack, sports stadium, amusement park, casino, concert venue.

134. (Currently amended) A method of providing video entertainment comprising the steps of:

capturing at least one of a plurality of in-play camera ~~[[view]]~~ views from at least one of a plurality of in-play camera cameras located ~~within a race car competing~~ within a car racing venue for viewing by at least one of a plurality of handheld device devices including at least one of a plurality of video- and data-enabled cellular telephones and PDA capabilities physically located within the racing venue and authorized to receive and process said at least one in-play camera view;

processing said at least one in-play camera view for transport on a cellular telecommunication network ~~[[for]]~~ to display on ~~[[a]]~~ at least one of a plurality of display displays

associated with said at least one ~~[[a]] hand held device including video and data-enabled cellular telephones and PDA capabilities;~~

a transmitter/receiver to transmit ~~transmitting~~ said at least one in-play camera view to ~~said at least one handheld device including video and data-enabled cellular telephones and PDA capabilities;~~ physically located within the racing venue, wherein said at least one handheld device ~~[[and]]~~ requiring authorization through decryption authorized to receive and process said at least one in-play camera view; ~~[[and]]~~

displaying said at least one in-play camera view on ~~[[a]]~~ said at least one display associated with said ~~at least one hand held device including video and data-enabled cellular telephones and PDA capabilities;~~ physically located within said racing venue and authorized to receive, process and display said at least one in-play camera view;

a media content comprising of: at least one in-play camera view, venue activity statistics, venue activity interactive menu, audio feeds, event scheduling information, encryption; and

said transmitter/receiver, compatible with said cellular telecommunications network and IEEE 802.11 frequencies transmission, and responsible to upload said media content to said cellular telecommunications network to further distribute said content to the at least one handheld device, wherein said at least one handheld device comprises said at least one cellular telephone with onboard hardware explicitly responsible to parse and manipulate said media content for displaying on said at least one display.

135. (Currently amended) The method of claim 134 further comprising the step of recording a particular in-play camera view of the at least one in-play camera view captured by said at least one in-play camera within a said at least one hand held device physically located within said racing venue and authorized to receive, process and display the at least one in-play camera view ~~views~~ captured at the racing venue, in response to a user input at said at least one hand held device.

136. (Currently amended) The method of claim 134 further comprising the step of storing a particular in-play camera view of said at least one in-play camera view captured by said at least

one in-play camera by [[a]] said at least one hand held device physically located within said racing venue and authorized to receive, process and display said at least one in-play camera [[views]] view captured at the racing venue, in response to a user input at said at least one hand held device.

137. (Currently amended) The method of claim 136 wherein the step of storing said [[a]] particular in-play camera view transmitted from said at least one in-play camera further comprises the step of storing said particular in-play camera view within a memory in said at least one hand held device.

138. (Currently amended) A method for transmitting in an entertainment venue from at least one of a plurality of venue based in-play cameras, at least one of a plurality of venue-based in-play camera views over a cellular telecommunications network for display [[at]] on at least one of a plurality of [[a]] hand held device devices authorized to receive the at least one venue-based in-play camera view [[views]], said method comprising the steps of:

transmitter/receiver transmitting at least one in-play camera view [[views]] captured from at least one of a plurality of in-play camera ~~located at an in-play camera location~~ locations within said [[an]] entertainment venue to enterprise equipment located at the entertainment venue;

processing said at least one in-play camera views view at said enterprise equipment for secure transmission to the at least one hand held device including at least one of a plurality of video- and data-enabled cellular telephones and PDA capabilities, 802.11 wireless capabilities and authorized with at least one security code to receive and display video on at least one of a plurality of a displays display screen associated with said at least one hand held device; [[and]]

securely transmitting through said transmitter/receiver at least one of a plurality of processed in-play camera views of the at least one in-play camera view over 802.11 radio frequency transmissions and said cellular telecommunications network to said at least one hand held device comprising said at least one cellular telephone;

a media content comprising of: at least one in-play camera view, venue activity statistics, venue activity interactive menu, audio feeds, event scheduling information, and encryption; and

said transmitter/receiver uploading said media content to said cellular telecommunications network to distribute to the at least one handheld device, wherein said at least one handheld device comprises said at least one cellular telephone with onboard hardware explicitly responsible to parse and manipulate said media content for displaying on said at least one display.

139. (Currently amended) The method of claim 138 further comprising the steps of:

receiving said at least one processed in-play camera view on said at least one display associated with said [[views]] at the at least one [[a]] hand held device;

processing said at least one in-play camera view [[views]] for viewing on [[a]] said at least one display associated with said hand held device; and

displaying said at least one processed in-play camera view [[views]] on the at least one display screen associated with said hand held device.

140. (Currently amended) The method of claim 139 further comprising the step of recording a particular in-play camera view of the at least one in-play camera view received by said at least one hand held device in response to a user input at said at least one hand held device.

141. (Currently amended) The method of claim 139 further comprising the step of storing a particular in-play camera view of the at least one in-play camera view received by said at least one hand held device in response to a user input at said at least one hand held device.

142. (Currently amended) The method of claim 141 further comprising the step of storing said particular in-play camera view within a memory in said at least one hand held device.

143. (Currently amended) The method of claim 138 wherein said at least one in-play camera location comprises a placement within at least one of: a race car competing within a racing venue, a helmet within a sports stadium.

144. (Previously amended) The method of claim 138 wherein said venue comprises at least one of: a racetrack, sports stadium, amusement park, casino, concert venue.

145. (Currently amended) A method for receiving in a venue from at least one of a plurality of a venue-based in-play cameras, at least one of a plurality of venue-based in-play camera views by at least one of a plurality of [[a]] hand held device devices including at least one of a plurality of video- and data-enabled cellular telephones and PDA capabilities, 802.11 wireless capabilities and authorized by at least one security code to receive in-play camera views and adapted to display said at least one in-play camera view [[views]], said method comprising the steps of:

receiving at least one in-play camera view [[views]] provided from the at least one in-play camera, through communication with a transmitter over a cellular telecommunications network with said at least one hand held device including video and data-enabled cellular telephones and PDA capabilities, 802.11 wireless capabilities and authorized by at least one security code to receive said at least one of in-play camera view [[views]];

processing said at least one in-play camera view [[views]] for viewing on [[a]] at least one of a plurality of displays display associated with said at least one hand held device; [[and]]

displaying [[said]] at least one of a plurality of processed in-play camera views [[view]] of said at least one in-play camera view on [[a]] at least one display screen associated with said at least one hand held device, thereby enabling said at least one hand held device users to view said at least one in-play camera view [[views]] through said at least one hand held device authorized by at least one security code to receive said at least one in-play camera view [[views]];

compiling media content comprising of: at least one in-play camera view, venue activity statistics, venue activity interactive menu, audio feeds, event scheduling information, and encryption; and

said transmitter uploading said media content to said cellular communications network to distribute to the at least one handheld device, wherein said at least one handheld device

comprises said at least one cellular telephone with onboard hardware explicitly responsible to parse and manipulate said media content for displaying on said at least one display.

146. (Currently amended) The method of claim 145 further comprising the step of recording a particular in-play camera view of said at least one in-play camera view received by said at least one hand held device in response to a user input at said at least one hand held device.

147. (Currently amended) The method of claim 145 further comprising the step of storing a particular in-play camera view of said at least one in-play camera view received by said at least one hand held device in response to a user input at said at least one hand held device.

148. (Currently amended) The method of claim 147 further comprising the step of storing said particular in-play camera view within storage media in said at least one hand held device.

149. (Currently amended) The method of claim 145 wherein [[said]] at least one of a plurality of in-play camera location locations of said at least one camera comprises a placement within at least one of: race car competing within a racing venue and a helmet in a sports stadium.

150. (Previously amended) The method of claim 145 wherein said venue comprises at least one of: a racing venue, a racetrack, a sports stadium, an amusement park, a casino, and a concert venue.

151. (Currently amended) A system for securely transmitting in a live entertainment venue over a cellular telecommunications network from at least one of a plurality of venue-based in-play cameras, at least one of a plurality of [[a]] venue-based in-play camera views to at least one of a plurality of wireless hand held devices, wherein said at least one handheld device incorporates at least one of a plurality of displays, and further said at least one handheld includes including at least one of a plurality of video- and data-enabled cellular telephones and

PDA capabilities, 802.11 wireless capabilities and authorized to receive and process said at least one venue-based in-play camera view [[views]], said system further comprising:

transmitter adapted to securely transmit at least one in-play camera view from at least one of a plurality of in-play camera ~~located at locations~~ location within [[a]] the live entertainment venue to at least one wireless hand held device ~~devices including video and data-enabled cellular telephones and PDA capabilities, 802.11 wireless capabilities and authorized to receive and process~~ said at least one venue-based in-play camera view [[views]]; [[and]]

processor for processing said at least one in-play camera view for secure transmission by said transmitter to said at least one wireless hand held device;

a media content comprising of: at least one in-play camera view, venue activity statistics, venue activity data menu, audio feeds, event scheduling information, and encryption;
and

said transmitter responsible to upload said media content to said cellular communications network to distribute to the at least one handheld device, wherein said at least one handheld device comprises said at least one cellular telephone with onboard hardware explicitly responsible to parse and manipulate said media content for displaying on the at least one display.

152. (Currently amended) The system of claim 151 further comprising said at least one wireless hand held device ~~devices~~ located within said entertainment venue and adapted to securely receive said at least one in-play camera view transmitted by said transmitter and to process said at least one in-play camera view for display on said at least one display associated with said at least one wireless hand held device ~~devices~~.

153. (Currently amended) The system of claim 152, said at least one wireless hand held device ~~devices~~ further comprising a recorder for recording a particular in-play camera view of said at least one in-play camera view transmitted by said transmitter and received by said at least one wireless hand held device ~~devices~~ in response to a user input at said at least one wireless hand held device ~~devices~~.

154. (Currently amended) The system of claim 152, said at least one wireless hand held device devices further comprising storage media for storing a particular in-play camera view of said at least one in-play camera view transmitted by said transmitter and received by said at least one wireless hand held device devices in response to a user input at said at least one wireless hand held device devices.

155. (Currently amended) The system of claim 154 wherein said storage media further comprises a memory location.

156. (Currently amended) The system of claim 151, further comprising said at least one in-play camera located within at least one of: a race car competing within a racing venue, and a helmet in a sports stadium.

157. (Previously amended) The system of claim 151 wherein said live entertainment venue further comprises at least one of: a racetrack, a sports stadium, an amusement park, a casino, and a concert venue.

158. (Currently amended) The system of claim 175, said at least one hand held device further comprising a recorder for recording a particular in-play camera view of the at least one in-play camera view transmitted from said at least one in-play camera, in response to a user input.

159. (Currently amended) The system of claim 175, said at least one hand held device further comprising a storage mechanism for storing a particular in-play camera view of the at least one in-play camera view transmitted from said at least one in-play camera, in response to a user input.

160. (Previously presented) The system of claim 159 wherein said storage mechanism comprises a memory location.

161. (Previously presented) The system of claim 160 wherein said memory location further comprises storage media.

162. (Currently amended) The system of claim 175, wherein at least one of a plurality of in-play camera locations of said at least one in-play camera location comprises a placement within at least one of: a race car competing within a racetrack, and a helmet in a sports venue.

163. (Previously amended) The system of claim 175, wherein said live entertainment venue further comprises at least one of: a racetrack, a sports stadium, an amusement park, a casino, and a concert venue.

164. (Currently amended) A system for securely transmitting in an entertainment venue, over a cellular telecommunications network, from at least one of a plurality of entertainment venue-based in-play camera cameras, at least one of a plurality of venue-based in-play camera views for display on at least one of a plurality of displays on said at least one of a plurality of wireless hand held devices including at least one of a plurality of video- and data-enabled cellular telephones and PDA capabilities, 802.11 wireless capabilities and authorized to receive, process and display the entertainment venue-based in-play camera views, said system comprising enterprise equipment including a processor and transmitter/receiver comprising of cellular and 802.11 radio frequency transmission capabilities transmitter, said enterprise equipment adapted to securely transmit entertainment venue-based said at least one in-play camera view [[views]] captured by said at least one in-play camera located at the entertainment venue to said at least one wireless hand held device devices including video- and data-enabled cellular telephones and PDA capabilities, 802.11 wireless capabilities and authorized to receive, process and display said entertainment venue-based at least one in-play camera view [[views]];

a media content comprising of: at least one in-play camera view, venue activity statistics, venue activity data menu, audio feeds, event scheduling information, and encryption; and

said transmitter/receiver responsible to upload said media content to said cellular telecommunications network to distribute to the at least one handheld device, wherein said at

least one handheld device comprises said at least one cellular telephone with onboard hardware explicitly responsible to parse and manipulate said media content for displaying on the at least one display.

165. (Currently amended) The system of claim 164 further comprising at least one wireless hand held device ~~including video and data enabled cellular telephones and PDA capabilities, 802.11 wireless capabilities and authorized to receive, process and display the entertainment venue-based~~ at least one in-play camera view ~~views~~ and located in said entertainment venue, said at least one hand held device including:

said [[a]] display for displaying [[said]] at least one of a plurality of processed in-play camera views of said at least one in-play camera view;

an 802.11 radio frequency receiver for securely receiving said at least one processed in-play camera view ~~[[views]]~~;

a cellular data communications link ~~transmitter/receiver~~ for accessing remote venue entertainment data from remote servers; ~~[[and]]~~

a processor for processing said at least one in-play camera view ~~[[views]]~~ and remote venue entertainment data ~~for display on~~ said [[a]] display included with said at least one hand held device.

166. (Currently amended) The system of claim 165, said at least one wireless hand held device further comprising a storage mechanism for storing a particular in-play camera view of said at least one in-play camera view transmitted from said at least one in-play camera in response to a user input.

167. (Previously presented) The system of claim 166 wherein said storage mechanism further comprises a memory location.

168. (Previously presented) The system of claim 167 wherein said memory location comprises removable storage media.

169. (Previously amended) The system of claim 164 wherein said enterprise equipment is located in at least one of: a racetrack, a sports stadium, an amusement park, a casino, and a concert venue.

170. (Currently amended) A system for receiving , from within an entertainment venue, from at least one of a plurality of entertainment venue-based in-play camera cameras, at least one of a plurality of venue-based in-play camera views for display on at least one of a plurality of displays located on at least one of a plurality of wireless hand held devices including at least one of a plurality of video- and data-enabled cellular telephones and PDA capabilities, 802.11 wireless capabilities and authorized to receive, process and display the at least one entertainment venue-based in-play camera view [[views]], said system comprising:

receiver in a said at least one wireless hand held device including said at least one cellular telephone including video- and said at least one data-enabled cellular and PDA capabilities, 802.11 wireless capabilities and authorized to receive, process and display the entertainment venue-based at least one in-play camera view [[views]], said receiver adapted for securely receiving said at least one in-play camera view [[views]] provided through a server and transmitter/reciever, wherein said transmitter/receiver having cellular and [[an]] 802.11 radio frequency capabilities, transmitter from at least one in-play camera located at said [[an]] entertainment venue;

a processor in said at least one wireless hand held device authorized to receive, process and display the entertainment venue-based at least one in-play camera view [[views]], said processor adapted for processing said at least one in-play camera view [[views]] securely received by said receiver with an authorization code for secure viewing of said at least one in-play camera view [[views]] on [[a]] said at least one display associated with said at least one hand held device;

~~display in said wireless hand held device, said display adapted for displaying said in-play camera views processed by said processor~~

said transmitter/receiver transmitting said at least one in-play camera view from at least one of a plurality of in-play camera locations associated with each at least one in-play camera

within said entertainment venue over a cellular telecommunications network for viewing by said at least one handheld device;

media content comprising of: at least one in-play camera view, venue activity statistics, venue activity interactive menu, audio feeds, event scheduling information, and encryption; and

said transmitter/receiver is responsible to upload said media content to said cellular telecommunications network to distribute to the at least one handheld device, wherein said at least one handheld device comprises said at least one cellular telephone with onboard hardware explicitly responsible to parse and manipulate said media content for displaying on the at least one display.

171. (Currently amended) The system of claim 170 further comprising a recorder adapted to record a particular in-play camera view of said at least one in-play camera view received by said at least one wireless hand held device ~~authorized to receive, process and display the entertainment venue based in-play camera views in response to a user input.~~

172. (Currently amended) The system of claim 170 further comprising a storage mechanism adapted to store a particular in-play camera view of said at least one in-play camera view received by said at least one wireless hand held device in response to a user input.

173. (Previously presented) The system of claim 172 wherein said storage mechanism comprises a memory location.

174. (Previously presented) The system of claim 173 wherein said memory location comprises storage media.

175. (Currently amended) A live video entertainment system for a live entertainment venue with at least one of a plurality of entertainment venue-based in-play cameras, for securely transmitting at least one of a plurality of entertainment venue-based in-play camera views to at least one of a plurality of hand held devices including at least one of a plurality of video- and

data-enabled cellular telephones and PDA capabilities, IEEE 802.11 wireless capabilities and authorized by a security code to receive and process said at least one of venue-based in-play camera view for display on ~~[[at]]~~ the at least one hand held device devices, said system comprising:

said at least one in-play camera for capturing said at least one in-play camera view from said at least one in-play camera;

a processing means for processing said at least one in-play camera view for secure transmission to said at least one wireless hand held device for display on at least one of a plurality of displays located on said at least one hand held device;

an 802.11-wireless a transmitter/receiver transmitter for to securely receive transmitting said at least one in-play camera view via IEEE 802.11 wireless frequencies and securely transmit said at least on in-play camera view over a cellular telecommunications network to said at least one wireless hand held device comprising said at least one cellular telephone; [[and]]

said at least one wireless hand held device including video and data-enabled cellular and PDA capabilities, 802.11 wireless capabilities and authorized by at least one security code to receive and display said at least one in-play camera view on said at least one display;

a media content comprising of: at least one in-play camera view, venue activity statistics, venue activity data menu, audio feeds, event scheduling information, encryption; and

said transmitter/receiver is responsible to upload said media content to said cellular telecommunications network to distribute to the at least one handheld device, wherein said at least one handheld device comprises said at least one cellular telephone with onboard hardware explicitly responsible to parse and manipulate said media content for displaying on the at least one display at said venue.